

# THREE MOLES FOR FATHER OCTAVIUS



A MOONSEA ADVENTURE  
BY IAN HAWTHORNE





CCC-TTS-1



# Three Moles for Father Octavius

## A Moonsea Adventure



An ancient kindness repaid, a disaster waiting to happen. Can a timely intervention save a befuddled old man and the forgotten cove he loves so dearly?

A Two to Four-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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## Adventure Primer

*“Ride the wind and let it take you wherever it blows.  
Aid those in need and trust in the Helping Hand”  
- Charge of the postulants of Shaundakul*

*Three Moles for Father Octavius* is an adventure for three to seven 1<sup>st</sup> to 4<sup>th</sup> level characters, optimized for five 3<sup>rd</sup> level characters.

### Background

Many years ago, the elven wizard Abarat left Myth Drannor to build a Tower of Ivory west of Hillsfar, a tower in which to conduct his many planar experiments. He searched the Realms for ivory of the correct grade and quality, finally importing vast quantities of mammoth tusks from the Sea of Frozen Tears, north of Vaasa. Unable to transport it by any other means than the mundane (for fear of disrupting the arcane weave of the needed ivory) Abarat commissioned caravans to Hulburg and a three-mast carrack - the Dance Step - to carry his prize. Unfortunately, a fierce and ill-fated wind all but destroyed the Dance Step off the coast of the mining town of Kennan’s Cove, and but for the quick and kindly intervention of the miners the cargo would have been lost.

Kennan’s Cove was not a rich town. Working old lead (galena) deposits, and smelting tiny quantities of silver provided but a basic income. On top of which the mines seemed to be cursed. The miners often heard knocking deep in the mines, and it always heralded disaster. Mine collapses were frequent. Entire lengths of freshly dug mine workings would close and be filled in between shifts. Accidents were frequent and often fatal.

In gratitude to the miners and their families Abarat offered to protect the mines from disaster for many years to come. He recognised that in the main part their troubles were caused by a weak barrier to the elemental Plane of Earth that existed deep under Suncatcher Mountain. Armed only with his magics and several bags of salt Abarat set off into the mines. An unquiet night followed, filled with rumbles and quakes deep underground, but the mage reappeared the next morning clutching three strangely carved stones. These he then imbued with strange magics and set them up at three points around the town; one on the headland by the church, one down by the cove and the final one at the entrance to the mines. He left the village with instruction that the Mohls - elven protection stones - should never be moved,

and that once a year when the sun was at its weakest they should be covered with salt.

Abarat repaired and reloaded the Dance Step, set off for Hillsfar and was never seen at Kennan’s Cove again.

Each midwinter, the villagers did as they had been instructed and from that day forward the mines were as safe and as peaceful as they could have wished for. Eventually the mineral veins were worked out, the mines closed and Kennan’s Cove became no more than a small fishing hamlet. But still each year the “salting of the Moles” is carried out by the village priest amongst much local celebration, except these days no one knows or cares why they do it.

But this year may be different. Someone has attacked Father Octavius (the local priest of Helm) and stolen one of the “Moles”.

The characters receive a message born on the wind asking for their help which leads them to a small coastal town at the mercy of a renegade Red Wizard.

### Episodes

The adventure’s main story is spread across **three main story episodes** that take approximately **2 hours** to play. A short Call to Action scene sets up the adventure.

If you’re planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you’ll want to revisit the Call to Action each time you play.

- **Episode 1: The Wind Ghost.** A timely intervention asks for the character’s aid in saving a priest in trouble. **This is the Call to Action.**
- **Episode 2: The Chapel.** The characters arrive at an out of the way shrine to the sounds of battles and pleas for help. Upon rescuing Father Octavius, they learn of the Moles of Kennan’s Cove. **This is Story Objective A.**
- **Episode 3: Old Mines, Old Memories.** The characters learn who is behind the attack and the true purpose behind the Moles. **This is Story Objective B.**

### BONUS OBJECTIVES

This adventure also includes two, **1-hour** bonus objectives that the characters can pursue if they have additional time—earning more advancement and treasure checkpoints in the process. These bonus objectives are found in this adventure’s appendices:

- **Bonus Objective A: Kennan's Cove.** The village of Kennan's cove is under siege by bugbears under the command of the red wizard behind the theft of the Moles. The characters must protect the Moles and save the villagers, and in doing so learn valuable information about the old mines. This bonus objective is found in **Appendix 3.**
- **Bonus Objective B: Xorn Problems.** The characters discover the true nature of the Moles and what they protect against. They must ultimately deal with this knowledge. This bonus objective is found in **Appendix 4.**

## Episode Sequence

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Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

### How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

**Main Objective Only.** To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

**Bonus Objectives.** You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

## Adventure Hooks

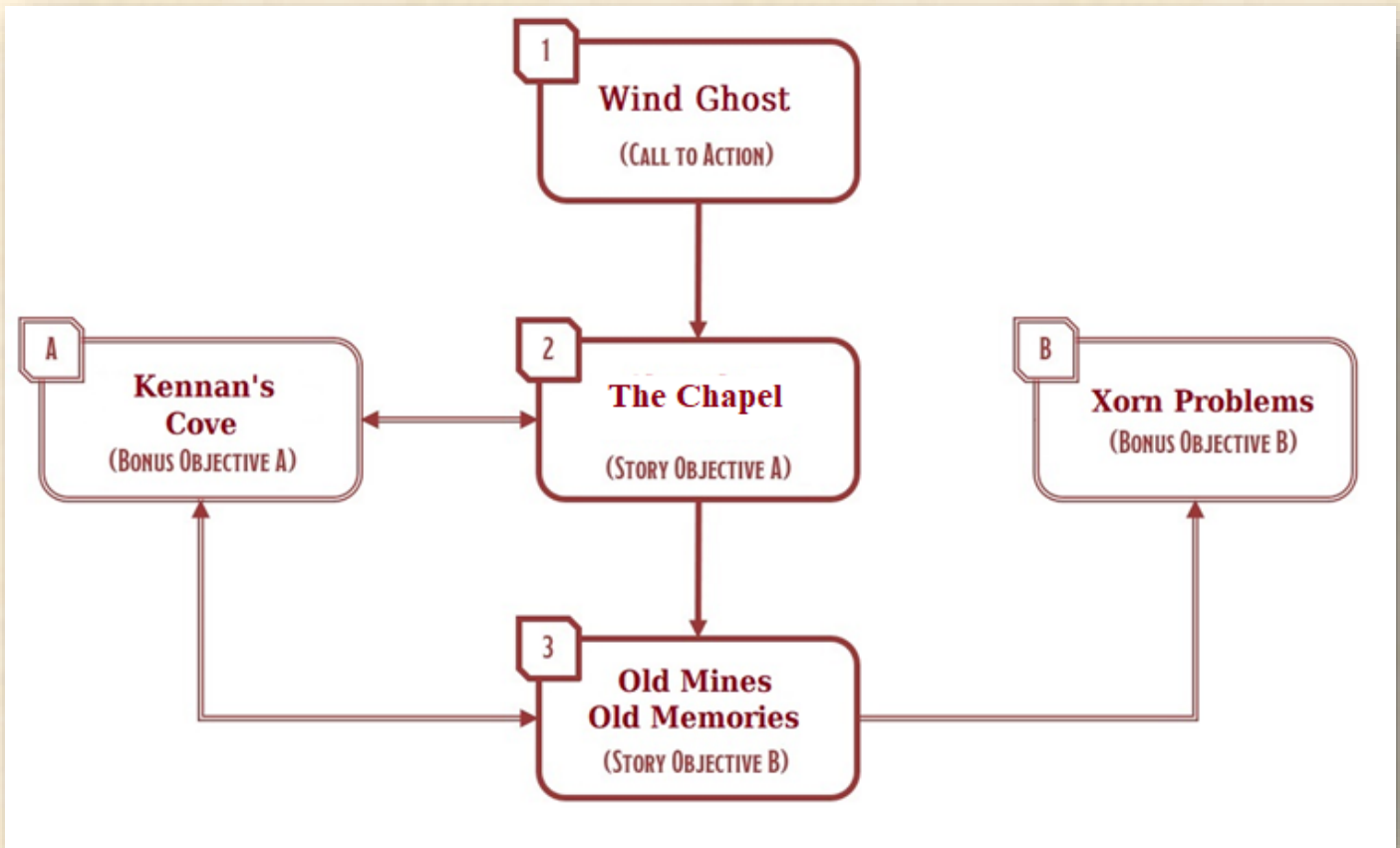
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Use one of the following hooks to draw the characters into the adventure, or if time allows use the characters backstory to craft your own.

- **Hook 1** During recent troubles in Mulmaster the harbour has become almost unusable. You have been contacted by representatives of the Blades/merchants/Zhentarim of Mulmaster and charged with finding an inland road to Hulburg. A simple mapping exercise that has brought you to the Galenarr Trail.
- **Hook 2.** The Cloaks of Mulmaster have sent you to investigate reports of elemental cultists operating beyond Ironfang Keep and the White River. Your journeys have taken you North of the River and into the Southern reach of the Galena Mountains.

## Episode Flowchart

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



# Episode 1: Wind Ghost (Call to Action)

*Estimated Duration:* 15 mins

The character's travels along the Galenarr trail on the Eastern shores of the Moonsea take them past a remote shrine dedicated to an old god called Shaundakul. There a timely intervention of a Wind Ghost calls their attention to a priest in need.

## Area Information

This area features:

**Dimensions & Terrain.** A low ridge of mountains spans the eastern edge of the Moonsea, North of the White River and Ironfang Keep, forming miles upon miles of spectacular cliffs called the Galenarr. The terrain is steep, rocky and very exposed to the elements, but afford spectacular views west across the Moonsea.

**Lighting.** Early morning mists can sometimes cling to the slopes but in the main the skies are clear and bright. And the area has spectacular sunsets.

**Other Features.** The Galenarr Trail is rarely used these days, and is little more than a crudely marked out path at best. Travelers are few and far between.

## Scene A. Helping Hand

The characters come upon a pile of stones that roughly resemble a low backed seat.

The views are magnificent. A just reward for the steady relentless climb the Galenarr Trail forms at this point. The Suncatcher Mountain over to the north-east is true to its name and gleams in the midday sun. While down the slope to the west the rugged hills quickly give way to cliffs and the wide expanse of the cold Moonsea.

A wild and remote location, which makes it even stranger that directly ahead of you is a large pile of stones which somewhat resemble... a chair!

As the characters approach, they can hear a low whistling sound – the result of wind blowing through holes in the stones. A careful investigation of the pile of stones shows that it is a purposefully built structure; built to resemble a seat and built with holes to make a sound. A successful DC 10 Intelligence (Investigation) check shows signs of recent usage, with stones having been moved to reconstruct damaged sections.

A DC 10 Intelligence (Religion) check is enough to recognize this as a road side shrine, but a successful DC 20 Intelligence (Religion) check is needed to recognize it as belonging to Shaundakul (SHAWN-da-kul) an old god, now no longer worshipped or active in the Realms.

Just beyond the shrine the trail splits, the main course continues north with a rarely used track leading downhill to the coast. As the characters approach the fork in the road, the wind grows stronger.





All of a sudden, the wind begins to gust and pick up strength, blowing first from one direction and then from the next. Discordant music begins to wail behind you, and as you turn you realise the holes in the shrine are acting like crude aeolian flutes.

Dirt and debris begin to whirl around you, seemingly taking on a life of its own. It passes you and settles on the trail ahead. A form begins to take shape within the cloud, a huge, crudely formed hand, palm outwards blocks your passage. No sooner than it coalesces, it dissolves and changes form. The hand points at the side path, and down towards the coast. Then as suddenly as it came, the wind drops, the music stops and the hand is no more. As if you imagined it all.

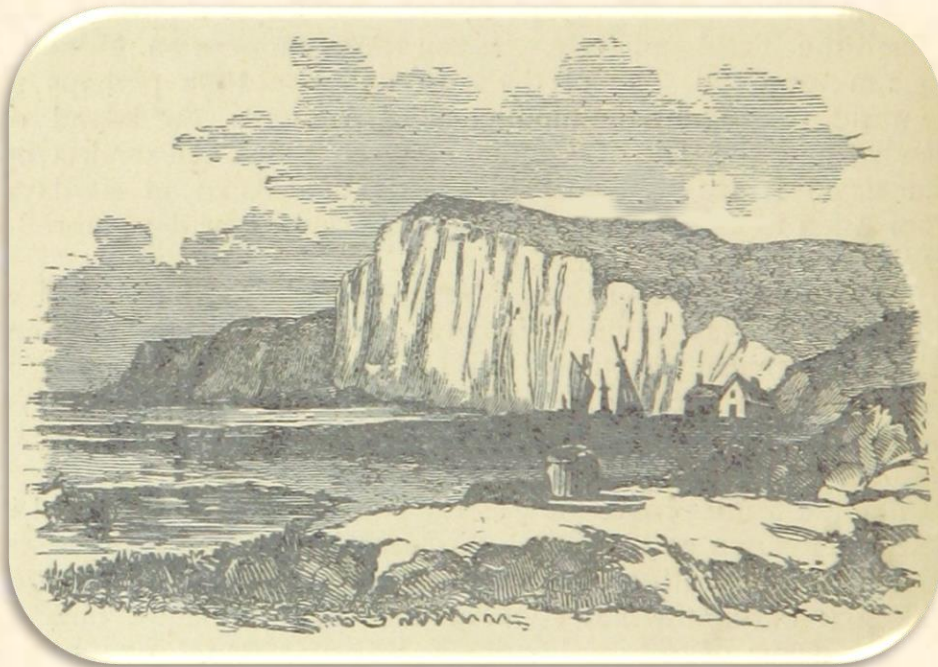
Characters with a Passive Perception of 12 or more can hear a distant shouting coming from way down the side trail. An active Wisdom (Perception) of 15 can hear the words “help” and “thieves”.

If the characters act straight away and rush down the path, they may be in time to join the battle below at the chapel. Have each character attempt a Constitution (Athletics) check. A roll of 10 ensures they arrive in time to join Father Octavius. On a failure the characters have the choice to drop behind (see below) or push on - gaining one level of exhaustion, but arriving in time.

#### **DM Notes**

Shaundakaul (SHAWN-da-kul) was a god of travel and exploration in Old Myth Drannor. At the height of his power he fought and destroyed demigods of orc, gnom and giant pantheons but following the Fall of the Gods, with only a handful of priests scattered throughout the North he faded from memory.

In recent times all that remains are remote wayside shrines and chapels.



## Episode 2: The Chapel

*Estimated Duration:* 45 mins

### Setting Description

The characters come to the aid of a priest of Helm, Father Octavius and learn of mysterious “Moles” that protect an old mining town.

### Area Information

This area features:

**Dimensions & Terrain.** The chapel is only a small square stone building without any decoration of note. Situated quite close, but downhill from the wayside shrine, it sits in a slightly more sheltered spot, surrounded by sloe bushes.

**Lighting.** Bright daylight.

### Prerequisites

If the characters responded quickly to the call of the priest read the following:

Rushing down the steep slope it takes all your efforts to maintain your balance. A flash of light erupts ahead as a bolt of divine energy descends from the sky, followed by an unearthly scream. A chapel comes into view, standing in front of which is a thick set man, wielding a cudgel as he tries to fend off attacks from small winged creatures. As you rush to help one of them grabs at a roundish rock on top of a crude stone plinth at the front of the chapel and quickly flies up into the air and vanishes.

“No! The Mole!”

In an act of desperation, the man flings his club after the beast, leaving himself defenseless. The remaining creatures sweep down to attack.

Father Octavius (**Acolyte**) has put up a valiant fight but he is currently poisoned and down to 2hp. He has two first level spell slots remaining. The Imp who stole the Mole has cast invisibility on himself and is heading to the mines and to his master, leaving 1x **Imp** and 1x **Quasit** to put an end to the priest

### Adjusting the Encounter

Replace the above combatants with the following

Very Weak: 4x Smoke Mephits

Weak: 2x Quasit

Strong: 1x Imp and 2x Quasit

Very Stong: 1x Imp and 4x Quasit

Those left behind or too slow to make it, find only the aftermath of the attack. Adjust the description of the scene based on the outcome of the combat or see DM Tip below.

### DM Tip

Feel free to stagger the characters arrivals based on the results of their Constitution (Athletics) rolls. This can help to build tension and create a sense of a dramatic rescue. Also allow Father Octavius death saving throws in the same manner as PCs, but stress the need to save him.

### A Priest in Need

Assuming he survives, Father Octavius implores the characters for help, outlining the following:



- As he was sitting down for lunch Octavius heard a ruckus outside, and saw some winged creatures flocking over the Mole.
- The Mole is only one of three protective talismans given to the village of Kennan’s Cove by the great elven wizard Abarat. (The other two are located by the quay and at the entrance to the old mine workings).
- He tried to chase the creatures off but they attacked him.

- Father Octavius can also outline the history of Kennan's Cove.

During this conversation a small earthquake occurs, causing the ground to shake briefly. Octavius looks very worried and asks the characters to find and return the Mole. A few moments later a slightly stronger earthquake occurs.

Father Octavius fears someone or something is stealing the other Moles. If the players are following the main objectives only the Priest encourages the characters to head directly to the mines, while he heads to the village and onto the quay.

#### DM Tip

In the priest's mind this is a matter of urgency and hence – no time for a short rest! Although allow a few questions as they head together to their destinations.

### Developments

The characters have a choice, which largely depends on players time constraints; they can accompany Father Octavius to the Cove (bonus objective A) or head straight to the mines (Episode 3). Heading to the mines the characters take a cliff road that bypasses the village. They get a good look at the cove and can clearly see a ship anchored off shore.

### Creatures/NPCs

**Father Octavius**- is a strong thick set man, ruddy of complexion and obviously no stranger to hard work.

His hands are rough and calloused, and his hair is cut practically short. His only concessions to vanity are a light-colored voluminous cloak he wears across his shoulders and a clay pendant decorated with a hand – his self-made holy symbol.

**Objectives/Goals.** He is a priest of Helm and follows all the tenets of his god.

**What Does He Know?** Octavius knows all about the legend of Abarat and the creation of the Moles (though not what they are exactly) but he has no time for explanations now. (See Bonus Objective A for more details).

#### DM Tip

Helm in an old god. Often called The Watcher, his role is one of vigilance and protection, and Father Octavius takes both aspects seriously. From his chapel he administers to the pastoral needs of his charges and follows the creed of his chosen god...

"Never betray your trust. Be vigilant. Stand, wait, and watch carefully. Be fair and diligent in the conduct of your orders. Protect the weak, poor, injured, and young, and do not sacrifice them for others or yourself. Anticipate attacks and be ready. Know your foes. Care for your weapons so they may perform their duties when called upon. Careful planning always defeats rushed actions in the end. Always obey orders, providing those orders follow the dictates of Helm. Demonstrate excellence and purity of loyalty in your role as a guardian and protector."

*(Faiths and Pantheons. 2002, Eric L. Boyd, Erik Mona).*

Unfortunately for Father Octavius the part about protecting the young and not sacrificing them for others or yourself is about to be sorely tested.

## Playing the Pillars

### COMBAT

Staggering the arrival of the characters can help with the dramatic feel of a rescue. Father Octavius would rather take the Dodge action than attack. And don't forget to allow death saves for him.

### EXPLORATION

The chapel is old, and has been rededicated to Helm. Investigation can offer clues to the old religion of Shaundakul, sharing as it does a Hand as a religious symbol. But beyond that there is very little to explore here and time is of the essence.

### SOCIAL

This is a rescue mission. There is no opportunity to talk down the attackers or prevent the theft of the Mole. Dealing with a distraught priest during the aftermath can have its own challenges though. Feel free to emphasize his concerns about his charges in the Cove, particularly the young and helpless.

## Episode 3: Old Mines, Old Memories (Main Objective)

**Estimated Duration:** 1 hour

The characters must find and confront the red wizard who is behind the theft of the “Moles” and in doing so discover their true purpose

A successful DC 15 Wisdom (Perception) check also notices a well-cared for set of goggles have been

### Scene A. Mine Entrance

The mines have long been abandoned and are now used mainly for cold storage of food stocks and the ripening of cheese truckles.

Before you stands the entrance to the old Cake and Ales mine. But the rough industrial landscape you may have expected has been transformed into a colorful rock garden, and the last remaining building has become a dwelling of sorts, complete with a partially thatched, partially tiled roof covered with grape vines. A wooden bench sits by the open door, and an over turned mug of beer spills its contents across the seat. A crude stone plinth over by the entrance to the mines stands empty, a round indentation on top indicates where something has been recently removed.



When the characters search around they find the unconscious body of a wiry old man. Any amount of healing brings him back to consciousness. This is Gramps, the cheese maker. He has no memory of what happened, beyond seeing a tall bald-headed man in red robes examining the Mole. Then before he could speak something struck him on the back of the head, and that was the last thing he remembered.

hung on the wall by the entrance to Ales mine. These are magical Goggles of the Night (see Appendix 5).

### Area Information

This area features:

**Dimensions & Terrain.** The entrance to the mine is situated across a stream, in a small quarry. Vegetation has grown over the rocky spoil tips and the sound of the constant trickling stream gives the place a tranquil air.

**Lighting.** Bright light or dappled shade.

There are two mine entrances at the back of the quarry, one is labeled Cakes and the other Ale. From Cakes comes the pungent order of ripening cheese. A successful DC 10 Wisdom (survival) or a DC 10 Intelligence (Investigation) is enough to find recent tracks leading into the Ale mine.

### Scene B. Ale Mine

Ale mine winds steeply down in sharp hairpin bends, at each intersection old mine workings can be seen, some collapsed and some boarded up and marked with the words “Danger. Do Not Enter” The ceilings rarely rise above 6 feet, but the corridors are wide enough to get two abreast. Signs of recent collapses are everywhere

If the characters approach stealthily, they have an opportunity to sneak up on the red wizard. Have each character make a Dexterity (Stealth) check. (This check is made with disadvantage if any light source is being used.) If more than half the characters succeed on a DC 15 check, then they get to approach the wizard unnoticed (see below).

## Scene C. The Schemes of Wizards

The lower workings of the mine are an open gallery of trackways and worked out seams. A series of step-down terraces leads to a wide unrestricted rock shelf on which the red wizard is busily at work. Having lit torches, he has placed the three Moles to form a triangle on the floor, around which he has drawn a summoning circle. He is presently washing his hands in silver dust and sprinkling the same dust evenly around the circle. If the characters made their stealth check they can notice all this without being spotted, otherwise read or paraphrase the following:

As you turn the corner an amused commanding voice says “Ah yes of course. The curious knowledge seekers. Or is it just the bold and foolish. Please come no closer, I have delicate arcane processes underway that you couldn’t possibly understand. Just stay where you are and no one will be harmed.” Before you in the distance stands a red-robed figure with a faintly tattooed bald head. He clearly has all three Moles laid out on the ground before him and is in the process of conducting some arcane ritual.

The **Mage** is Lesvaren, a very distant relative of the Zulkir of Conjunction (one of the Thayan ruling council) who is presently pursuing research into elemental planar portals. He recently acquired notes referencing the building of Abarat’s Folly and how elf wizard’s ship the Dance Step made a stop at this out of the way place. So, he decided to investigate the area for himself and find out why.

What Lesvaren knows:

- The Moles are really Mohls – elven protection stones. Invented by the great elven abjurist Branith-va. Each one is keyed to protect against a particular creature.
- They are made from discarded parts of the creature they protect against. But these are different though. It’s as if they are alive. They are very powerful.
- Lesvaren is uncertain what creature these belong to and intends to use the Mohls as a summoning focus, to capture one of the creatures and question it.
- Despite being a red wizard Lesvaren has no appetite for bloodshed and has given instructions that none of the residents be harmed. They once helped a fellow wizard... he respects that.
- The earthquakes are possibly something to do with the Mohls being moved.

Having completed the circle, Lesvaren (**Mage**) begins the ritual. He is quite happy for the characters to stand by and watch as he continues his arcane rites but he is no fool and will actively seek to neutralize any threats to him. He does this using the Suggestion spell on the most martial character, recommending they forcibly return their comrades to the surface. If they still won’t concede he attacks.

DM Tip. This can be a deadly fight for low level characters so pay attention to the party strength adjustments. Remember the wizard is out to neutralize them, not necessarily kill them... at least to begin with.

### Adjusting the Encounter

Only at the very hard adjustment do the characters encounter anyone other than the Mage, but each adjustment presents a slightly better prepared wizard.

Very Weak: 1x mage (after using Suggestion he has used all his 4<sup>th</sup> and 5<sup>th</sup> level spell slots, and has only 1 of his tier 3 spells remaining. And he doesn’t have Fireball prepared)

Weak: 1x **Mage** (after using Suggestion he has used all his 4<sup>th</sup> and 5<sup>th</sup> level spell slots, and has only 1 of his tier 3 spells remaining)

Average: 1x **Mage** (after using Suggestion he has used all his 4<sup>th</sup> and 5<sup>th</sup> level spell slots)

Strong: 1x **Mage**

Very Strong: 1x **Mage** and 1x **Imp**

During the fight Lesvaren uses his bonus action to continue with the ritual. If he is able to make five bonus actions the ritual goes into the next step. The ground begins to rumble and rocks cascade from the ceiling. Everyone must make a DC 10 Dexterity saving throw (Lesvaren included) to avoid taking 1d6 bludgeoning damage from falling rocks.

As the wizard continues to chant and manipulate the arcane circle a vague shape begins to bubble up from the ground within and takes form. A three-armed, three-legged rocky monstrosity, with a gaping maw of sharp teeth where its head should be stands trapped by the arcane wards. As it sees the Mohls the arms reach out in unison to grab them but the wards flare up and the creature screams in pain and anguish.

As soon as this appears the wizard drops his guard and for the next round all attacks have advantage against him.

## Developments

This can be the end of the adventure or if time allows the characters can face the consequence of their actions in greater detail by running Appendix 4: Xorn Problems (Bonus Objective B).

If this is the end of the adventure read or paraphrase the following:

The Mohls begin to pulsate and strobe with light, sending forth arcane tendrils of energy that reach out towards the creature in the circle and begin to cocoon it in filaments of purple smoke. One by one they begin to burn, the creature screams.

A sudden flash blinds you for a second, but as your vision returns you realize the creature is gone and the Mohls are once again nothing but strange stones, whose purpose is to protect Kennan's Cove.

Upon returning to the surface Father Octavius is waiting to recover the Mohls. With profuse thanks he relieves the characters of the Mohls and hands them to the folk of Kennan's Cove to return to their protection pedestals. He offers the characters a place to rest and the hospitality of the village as long as they wish to stay. He also confers the "Freedom of Kennan's Cove".

As the characters return to the village, they notice the ship in the harbor is already settling sail.

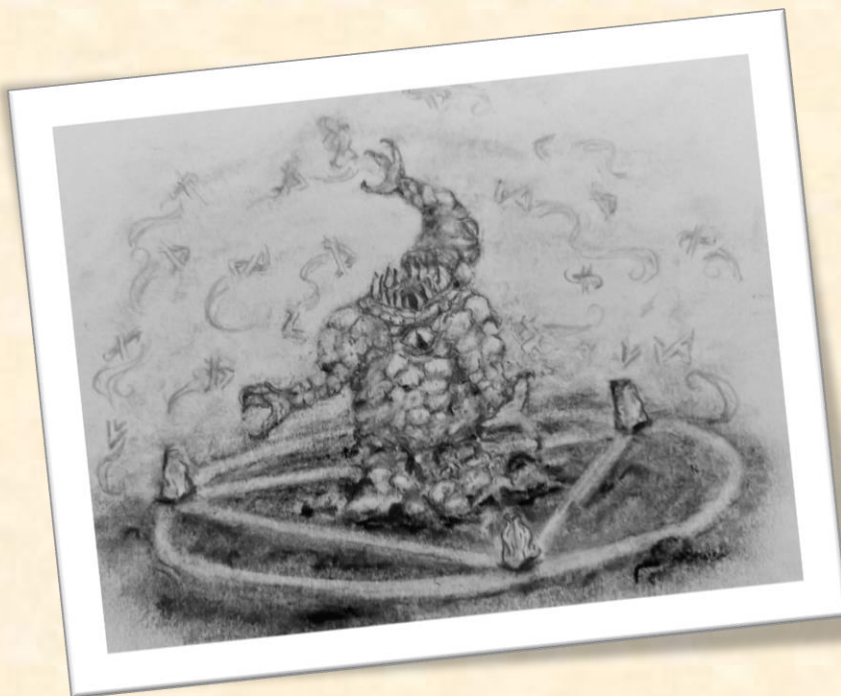
## Treasure & Rewards

A good deed well executed is a reward in itself but for characters looking for more:

- **Magic Items.** An old pair of lead mining goggles are actually "Goggles of the Night" (see Appendix 5).
- **Special Rewards.**

## The Freedom of Kennan's Cove

You are always welcome to stay in Kennan's Cove and a bed will always be found for you if you pass this way.



## Playing the Pillars

### COMBAT

The Mage is not out to kill but uses delaying tactics so as to allow him to complete the ritual. He is more than happy to expound on his theories and demonstrate his superior knowledge. If the characters will not listen to reason, he turns angry and changes tactics to neutralize the characters' threat as quickly as possible.

### EXPLORATION

The old mine workings have long been abandoned, but some residual galena ore can still be found. There are no remains of equipment or tools, beyond wall sconces that the Mage has used to hold torches.

### SOCIAL

As long as the characters don't interfere and stay out of his way Lesvaren is happy for them to watch and potentially learn something. They can even ask him questions which he answers truthfully.

## Adventure Rewards

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

### Character Rewards

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The characters earn the following rewards:

#### Advancement

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

#### Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

#### Magic Item Unlock

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 5**:

***Goggles of the Night*** A pair of mining goggles still in very good repair, that are actually magical.

#### Story Awards

During this adventure, the characters may earn the following story award:

##### ***The Freedom of Kennan's Cove***

You are always welcome to stay in Kennan's Cove and a bed will always be found for you if you pass this way.

### DM Rewards

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For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

## Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

### Locations

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- **The Galenarr**

A long stretch of spectacular cliffs that rise into the foothills of the southern reach of the Galena Mountains and flank the eastern edge of the Moonsea.

- **Kennan's Cove**

An out of the way ex-mining community that clings to the cliffs of the Galenarr and ekes out a meagre living through fishing and farming.

- **Cake and Ale Mine**

An ancient lead mine that was the reason for the founding of Kennan's Cove. The mineral deposits ran dry over a century ago.

### NPCs

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- **Father Octavius** is a strong thick set man, ruddy of complexion and obviously no stranger to hard work. His hands are rough and calloused, and his hair is practically cut short. His only concessions to vanity are a light-colored voluminous cloak he wears across his shoulders and a clay pendant decorated with a hand.

**Personality:** *Practical and approachable.*

**Ideal:** *To help others and to show the way.*

**Bond:** *The denizens of Kennan's cove are his charges and he will see no harm come to them.*

**Flaw:** *Prone to wander.*

- **Lesvaren** is a red wizard of Thay and a long time scholar of teleportation and arcane portals. He has a very hands-on approach to study and his not above getting his hands dirty in pursuit of knowledge.

**Personality:** *Aloof and condescending.*

**Ideal:** *Knowledge is power. Control knowledge and you can control people.*

**Bond:** The Zulkir of Conjuraton deserves my respect.

**Flaw:** *Suffers no fools.*

- **Bugbear Mercenaries**

Fen – Cool head leader, but slow to think and act.

Gristle – Loyal to Fen. Has a mean streak.

Bone – kind hearted but competent.

- **Notable Denizens of Kennan's Cove**

Scrumps (cider maker) – cowardly and noseey.

Grays (bar-keep) – Quiet and intelligent

Hannah (black smith) – Strong and able.

Tomby (wheel-wright) – Lazy and gossipy

Spruce (general store) – Practical and a planner.

Brackster (boatswain) – well travelled fisherman  
"I've been to Hulberg I have".

Gramps (Cheese maker) – slightly mad and constantly happy.

- **Xorn**

Grarrrrparrchrsh (Gra-pah-KER-ush) – ancient female Xorn. No love for flesh creatures, but has lived so long by knowing how to avoid conflict with them.



## Appendix 2: Creature Statistics

### Acolyte

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

---

**Skills** Medicine +4, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/4 (50 XP)

**Spellcasting.** Cassyt is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Cassyt has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (3 slots): *bless, cure wounds, sanctuary*

#### Actions

---

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

### Bugbear

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

---

**Skills** Stealth +6, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

#### Actions

---

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

### Bugbear Chief

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

---

**Skills** Intimidation +2, Stealth +6, Survival +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Heart of Hruggek.** The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

#### Actions

---

**Multiattack.** The bugbear makes two melee attacks.

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

## Imp

*Tiny fiend (devil, shapeshifter), lawful evil*

**Armor Class** 13

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., fly 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

---

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Infernal, Common

**Challenge** 1 (200 XP)

**Shapeshifter.** The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Devil's Sight.** Magical darkness doesn't impede the imp's darkvision.

**Magic Resistance.** The imp has advantage on saving throws against spells and other magical effects.

### Actions

---

**Sting (Bite in Beast Form).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Invisibility.** The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

## Mage

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

---

---

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 6 (2,300 XP)

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

### Actions

---

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## Quasit

*Tiny fiend (demon, shapeshifter), chaotic evil*

**Armor Class** 13

**Hit Points** 7 (3d4)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

---

**Skills** Stealth +5

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal, Common

**Challenge** 1 (200 XP)

**Shapeshifter.** The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft., fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back to its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Magic Resistance.** The quasit has advantage on saving throws against spells and other magical effects.

#### Actions

---

**Claws (Bite in beast form).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Scare (1/Day).** One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

### Smoke Mephit

*Small elemental, neutral evil*

**Armor Class** 12

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft., fly 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

---

**Skills** Perception +2, Stealth +4

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Auran, Ignan

**Challenge** 1/4 (50 XP)

**Death Burst.** When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

**Innate Spellcasting (1/Day).** The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

#### Actions

---

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

**Cinder Breath (Recharge 6).** The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

### Xorn

*Medium elemental, neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 73 (7d8 + 42)

**Speed** 20 ft., burrow 20ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

---

**Skills** Perception +6, Stealth +3

**Damage Resistances** piercing and slashing from nonmagical weapons that aren't adamantite.

**Senses** Darkvision 60 ft., tremorsense 60 ft., passive Perception 16

**Languages** Terran

**Challenge** 5 (1,800 XP)

**Earth Glide.** The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

**Stone Camouflage.** The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Treasure Sense.** The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

#### Actions

---

**Multiattack.** The xorn makes three claw attacks and one bite attack

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing.

## Appendix 3 Kennan's Cove (Bonus Objective A.)

*Estimated Duration:* 1 hour

### Setting: Hamlet of Kennan's Cove

During Episode 2 the characters learn about protective talismans that safeguard the cove, but also that these are being stolen. To that end they seek to safe guard the "Mole" in the hamlet only to realise that not only are they too late but that the denizens of Kennan's Cove have been taken prisoner.

### Prerequisites

The characters may pursue this bonus objective once they've completed the **Episode 1 Wind Ghost** and **Episode 2 The Chapel**. This Bonus objective could also be pursued as an alternative to **Bonus Objective B Xorn Problems** after completing **Episode 3 Old Memories Old Mines** Objective is unavailable after completing Bonus Objective B.

### Bonus Objective A

---

Rescuing the denizens of Kennan's Cove from the Bugbears is **Bonus Objective A**. The residents of the cove can provide valuable information about the old mines and the Xorns.

### Scene A. Arrival at the Cove

---

The characters arrive to find all is quiet – too quiet. There is no one to be found. Baskets and carts stand abandoned, doors have been left wide open, plates of food left uneaten and drinks discarded. Here and there you can find signs of a struggle. Chairs have been shattered, windows smashed, crockery broken.

### Area Information

This area has the following features:

**Dimensions & Terrain.** Kennan's Cove is a beautiful appointed west facing village that clings to the lower slopes of the Galenarr Cliffs, and rings a small natural harbour. Sparsely seperated huts and houses, nestle in patches of apple and pear orchards and pockets of rich farm land (corn, rye, wheat, turnips and carrots) cling to impossible slopes, all converging on the harbour. A few small boats bob up and down at the end of a jetty, and a larger boat is out in the harbour. The usual mix of properties can be seen at the harbour front including a boat house,

a wheelright, a black smith, a general store, and an inn (The Wizard's Salvage).

**Lighting.** The cove is sheltered from the mountain winds and from late morning onwards the area is brightly lit. At night, the area is dimly lit when the moon is out, or when close to the inn where lamps are maintained.

### Objective

The characters must discover what has happened to the residents of the cove.

Some ways of doing this include:

- **Intelligence (Investigation).** To uncover signs of the abandonment.
- **Intelligence (Investigation).** To uncover signs of struggle.
- **Wisdom (Survival).** To notice tracks and trails left by the attacking bugbears.
- **Wisdom (Perception).** To discover an old man hiding in nets down by the boat house.
- **Charisma (Persuasion).** To get the old man to open up.

The old man is called Scrumps, a cider maker from the far end of the valley.

What Scrumps knows:

"The large boat appeared in the harbour this morning."

"The crew were tall bear like bruisers but their leader was a bald-headed man in red-robos."

"He wanted to speak to the town leader, but we're too small for such nonsense. He then asked for someone from the city watch. We'd no idea what he was on about. And that's when he struck."

"The bears herded everyone into the inn, and he went over to our Mole. He wanted to know if there were others like it."

"I don't know what happened after that. Except he chanted something and these winged devils appeared."

"In the confusion that followed I managed to hide out of the way."

### Scene B. Rescue at the Wizard's Salvage

---

Characters easily locate the residents of Kennan's Cove. They are all tied up and being held captive by handful of bugbears.

### Area Information

The Wizard's Salvage is described as follows:

**Dimensions & Terrain.** A modest and well-maintained single storey inn, with one main door

and a side door out to a courtyard at the back, several shuttered windows and a rather narrow steep chimney stack. Its construction is a mixture of stone and wood beams, and the roof is tiled. A small brew house stands out back, with accommodation attached, and the yard is full of empty barrels.

**Lighting.** From late morning onwards the inn is in full sunlight and brightly lit. At night, small oil lamps are situated around the inn providing dim light.

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## Creatures/NPCs

A **Bugbear** named Fren commands the shore party of 2 x **Bugbear** (Gristle and Bone). He is a mercenary to the core and has the full respect of his soldiers.

### Adjusting the Encounter

Replace the above combatants with the following  
Very Weak: 1x Bugbear, 1x Dust Mephit (Fren and Bone have returned to the boat leaving Gristle to guard the prisoners)

Weak: 2x Bugbear (Fren has returned to the boat leaving Gristle and Bone to guard the prisoners)

Strong: 1x Bugbear Chief (Fren) and 2x Bugbear (Gristle and Bone)

Very Strong: 1x Bugbear Chief (Fren) and 3x Bugbear (Gristle, Bone and Bruiser)

### DM Tip

The bugbears are both jailers and protectors of the people of Kennan's Cove, having been given instruction by the red wizard to gather all the people in one place and keep them safe. They have interpreted Lesvaren instructions loosely and perceive the characters as a threat. But under no circumstances will they seek to harm the denizens of the cove.

## Playing the Pillars

### COMBAT

If the Characters are combat-orientated this can be used as complicated siege with hostage. The Bugbears are a mercenary group, used to working together to their advantage.

### EXPLORATION

There is a whole village of useful items to plan a rescue with: Ladders to climb on roofs, damp blankets to cover chimney pots (smoke out the bugbears), fishing nets to make capture traps.

### SOCIAL

It is quite possible but not easy for the characters to rescue the citizens with talk alone. The Bugbears are mercenaries after all, and think the characters are the threat the wizard warned of. The ship in the harbor is theirs and no amount of coin is worth dying for. This was meant to be an easy job.

## Developments

Once the characters have rescued the residents, they can learn the following.

Grays (bar-keep): "The Inn is named after a great wizard named Abarat who we saved from drowning" This was approximately 820 years ago, but they all speak as if it was them that saved him.

Hannah (black smith): "We were a mining community before the silver and lead ran out. The Cake and Ales mine was famous for miles around." (They used to say the lead was their Ale and the silver was their cake).

Tomby (wheelwright): "We were quite prosperous back then once the wizard showed us how to stop the Diggers"

Spruce (general store): "Diggers? No one knows.

Legend says they could eat there way through rock, collapse whole mine workings in a single night."

Brackster (boatswain): "Legend goes that Abarat as thanks for saving him, went alone into the mines one night armed only with his staff and a bag of salt. He came out the next morning, looking the worse-for-wear, sans salt, sans staff but carrying three stones that he called Moles."

Father Octavius: "The wizard said that if we placed the Moles around the mines, they would protect us and that each midwinter we must cover them in salt... to preserve the magic. We've done that every year since. I think we should go and check on Gramps".

Once the characters have found out the above, a third and final earth quake should be enough, with some prompting from Father Octavius to send them to **Episode 3 Old Mines, Old Memories**

## Appendix 4: Xorn Problems (Bonus Objective B.)

*Estimated Duration:* 1 hour

This episode takes place directly at the end of Episode 3 and is used as an alternative more detailed ending.

### Bonus Objective B

The Characters have a chance to explore more fully what Abarat did over 800 years ago and what the consequences of his actions were. Characters earn Bonus Objective B by releasing the xornlings from their magical prison, and explaining why to the villagers.

#### Background

In ancient times when the Cake and Ale mines were fully active the Xorn where an undiscovered problem. Beneath the mountains is a deeply buried portal to the elemental plane of earth, the xorn's native homeland. And xorn often sought out the material plane to breed and set their eggs. The mine's deep working unfortunately brought the miners ever closer to the xorn natural life cycle.

Xorn cannot feed on flesh and are not usually aggressive by nature. So, the xorn stayed away from contact with flesh beings of the material plane and would have attacked only in self-defense. The miners though unfortunately felt the xorn's presence in the form of earth tremors as the xorn earth-glided through the mine's mineral layers, collapsing hard-won work areas as they went. Miners sometimes became trapped, and the tremors became rightfully feared. Throughout all this though the Xorn were oblivious to the consequences of their actions.

When Abarat arrived, he listened to the miner's fears and in gratitude for them saving his boat and cargo decided to help them. With his knowledge of planar anomalies, it wasn't long before he discovered the Xorn incursions, although he missed entirely that this was their breeding ground. He used abjuration magics to construct Mohls, basic elven protection stones that were used to keep the Xorn at bay. Unknowingly the wizard instead of using what he thought was pieces of dead Xorn, used xorn eggs with live young inside. For the past 800 years these creatures have been trapped in stasis, and their parent, now long past, died in anguish being unable to reach their children.

#### Area Information

The initial events can take place deep in the Ales and Cake mine where the characters confronted the red wizard.

### Scene A: Understanding the Consequences

The Mohls begin to pulsate and strobe with light, sending forth arcane tendrils of energy that reach out towards the creature in the circle and begin to cocoon it in filaments of purple smoke.

- A successful DC 10 Intelligence (Arcana) check reveals the Mohls arcane energy is keyed to the creature in the circle.
- A successful DC 15 Intelligence (Nature) check identifies the creature as a Xorn, a mineral eating creature native to the elemental plane of earth
- A successful DC 10 Wisdom (Perception) is enough to see creatures moving within the Mohls as they glow. Exceeding the DC by 5 identifies the creatures as miniature Xorn. And opens up a Wisdom (Insight) check DC 10 to identify the Mohls as unhatched eggs rather than stones.

If the characters do nothing, the events play out as the end of episode 3.

One by one the purple smoke filaments beginning to glow and start to burn the creature. It screams in anguish.

If the characters act fast, they have a chance to save the xorn and question it.

A successful DC 10 Intelligence (Arcana) check is enough to know the Mohls are harmless to the characters.

Removing the Mohls from the circle breaks their hold on the Xorn, and the mystical cocoon fades as

the magic subsides. Allowing the characters to question the xorn in Scene B: Stony Silence.

A sudden flash blinds you for a second, but as your vision returns you realize the creature is gone and Mohls are once again nothing but strange stones, whose purpose is to protect Kennan's Cove.

Otherwise;

This is the same ending as Episode 3, but with these extra clues it may still be possible to deduce/guess at the purpose of the Mohls and passively appease the xorn by not returning them to the cove. See Developments below.

## Scene B: Stony Silence

---

With the Mohls removed, the threat upon the summoned xorn is no more; and it waits patiently in the summoning circle. It will take a successful DC 10 Intelligence (Arcana) check to realize the characters have no control over the xorn because they didn't summon it. The only way to release the xorn is to take control of the circle or to release it by breaking the circle.

### Taking control of the circle

This is powerful magic and possibly beyond the abilities of the characters. It requires three simultaneous Intelligence (Arcana) checks of vary degrees of difficulty (DC10, DC15, DC20) to gain control of the circle, allowing them to compel the xorn to speak.

### A Diplomatic Approach

The xorn is called Grarrparrchrsh (Gra-pah-KER-ush) in its native terran (which if pronounced

correctly sounds like small stones grinding at the back of your throat), but luckily, she also speaks common. Being summoned here against her will and then subject to the effect of the Mohls, has left this usually placid creature feeling hostile towards the characters.

Initial diplomatic overtures no matter how successful result in only one statement "release me." If the characters are brave enough to do this on release Grarrparrchrsh thanks them and starts to earth glide downwards. A successful DC 15 Charisma (Persuasion) or Charisma (Intimidate) check is needed to stop the xorn long enough to talk. These checks are made with advantage by characters holding a Mohl.

Grarrparrchrsh can fill in any details about xorns and why they come here and recognizes the Mohls for what they really are, unhatched xornlings. She will listen to the character's concerns about the mine workings and apologizes profusely when confronted with the trouble they caused. If the characters agree to return the xorn eggs to Grarrparrchrsh she promises to seal the portal near by and stop other xorn from coming here.

## Developments

---

Returning empty handed to the denizens of Kennan's Cove could prove troublesome, but when the situation is explained to them, they are horrified at the thought their ancestor were partially responsible for the stealing away of children. Father Octavius recalls how according to local belief the yearly "salting of the Moles" was to keep them in place. He never realized they were still alive. He profusely thanks the characters for all they have done in righting this ancient wrong and invites them to stay in Kennan's Cove as long as they choose.

## Playing the Pillars

### COMBAT

The **xorn** will only attack in self-defense. This is a tough fight at low level and one they should avoid. As such there is no adjustment based on party strength.

### EXPLORATION

The mine is large and deep, but any amount of exploration will reveal it to be worked and barren, and consequently of no interest to mineral eating xorn.

### SOCIAL

Xorn aren't sociable but they are curious. They have long observed the miners and their excitement at working galena ore (lead ore) which the xorn consider waste materials and of no nutritional value.

## Appendix 5: Magic Item

Characters completing this adventure's objective unlock this magic item.

### Goggles of the Night

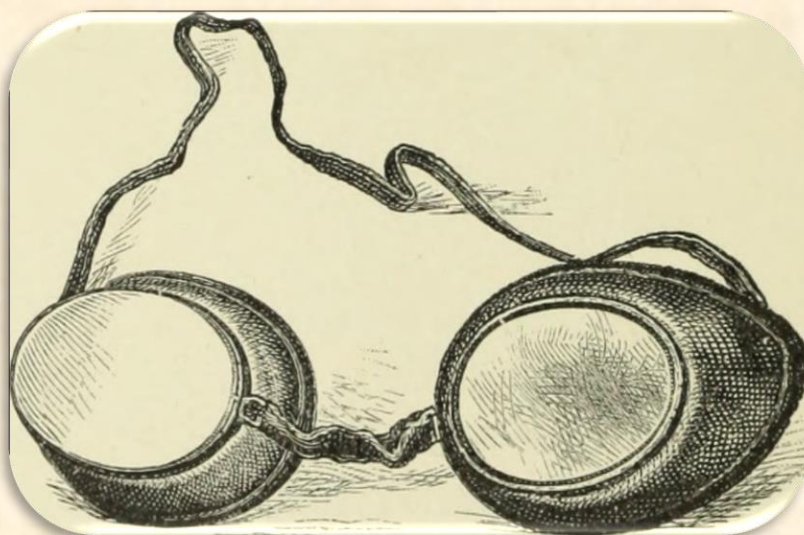
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*Tier 1, 4 treasure checkpoints*

*(Wondrous item, uncommon)*

While wearing these lenses, you have darkvision out to a range of 60 feet. If you already have darkvision wearing the goggles increases its range by 60 feet.

They come in the form of lead miners' goggles, with large heavy lenses and wide leather straps.

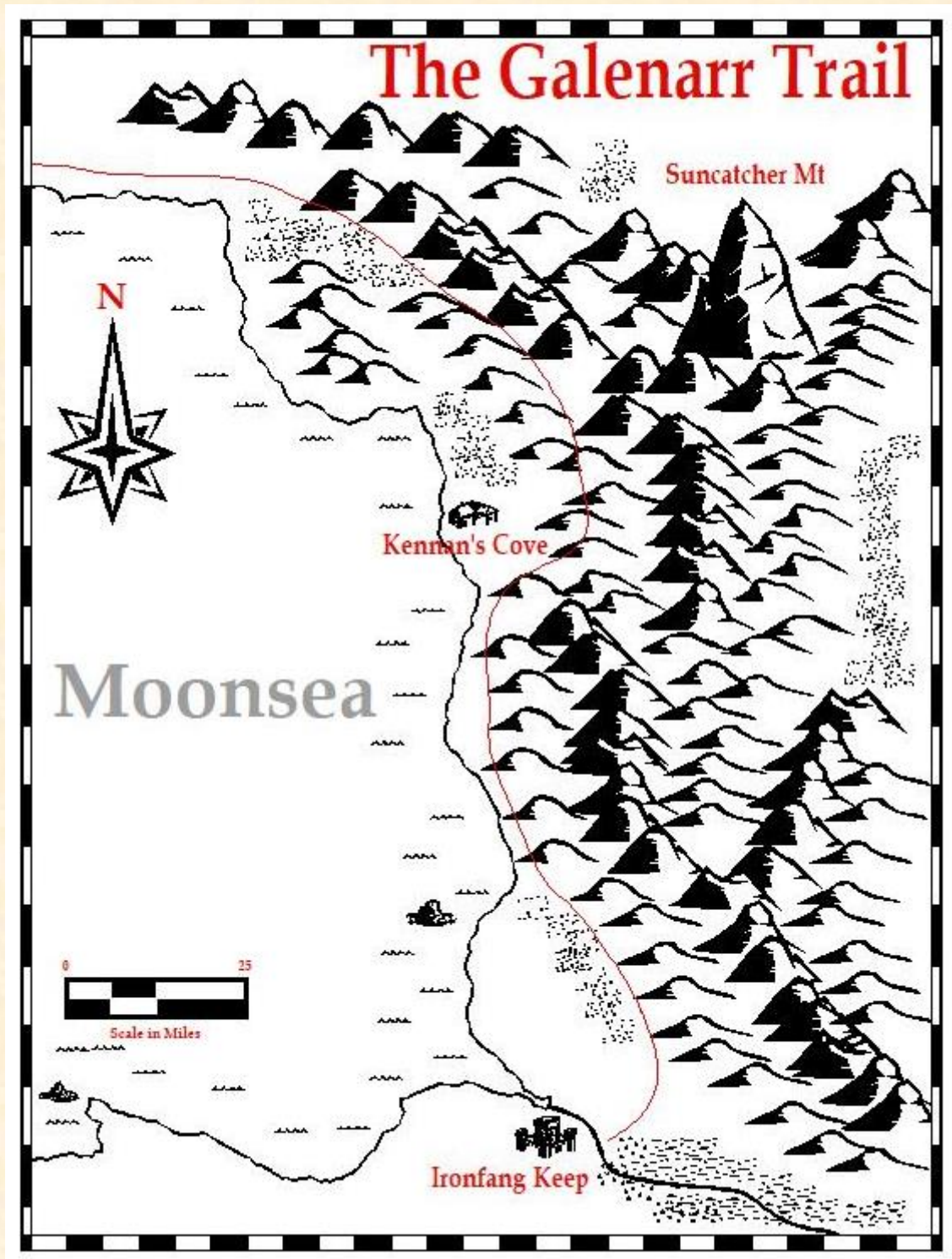




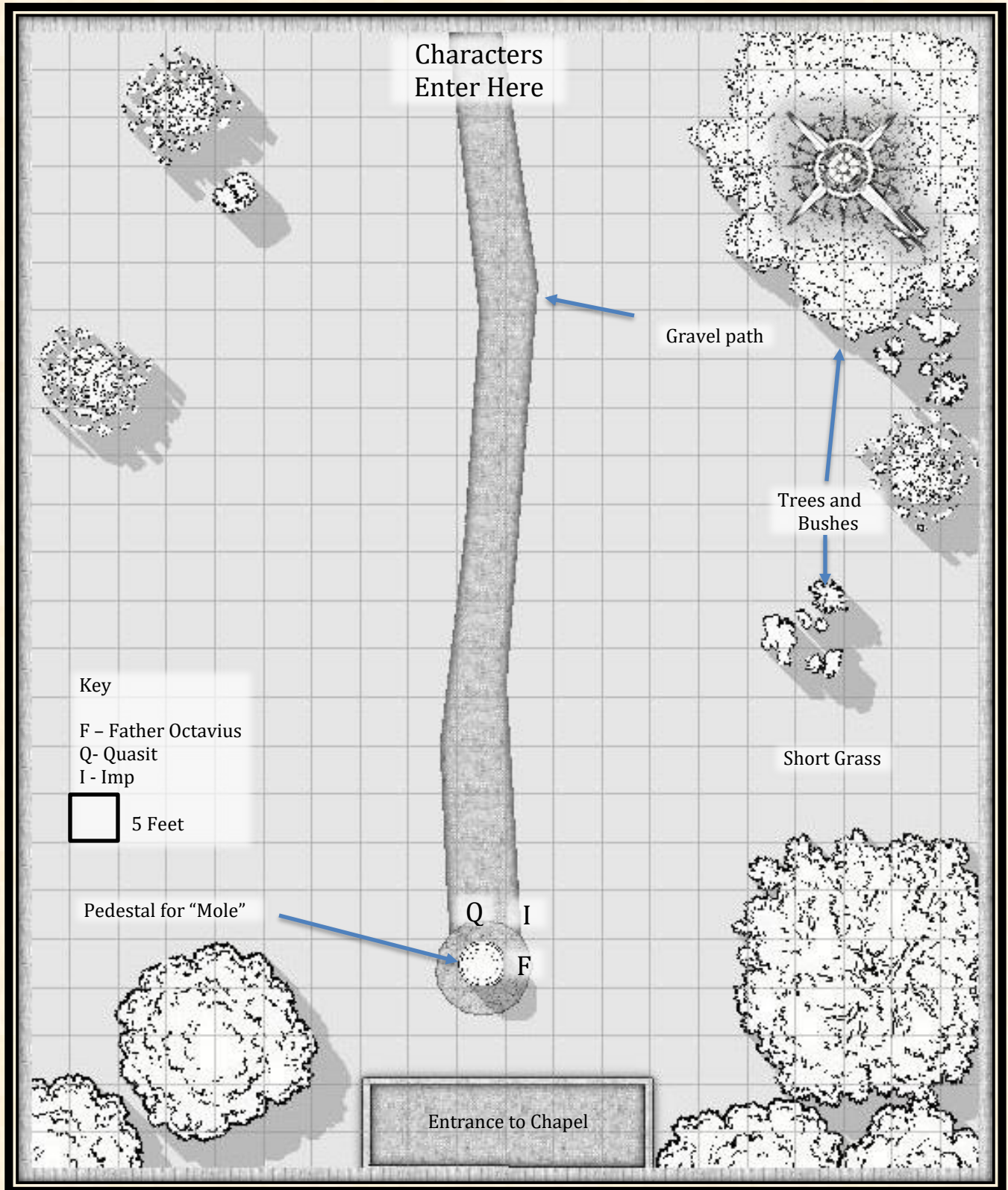
## Appendix: 6 Maps

Regional Map showing location of Kennan's Cove

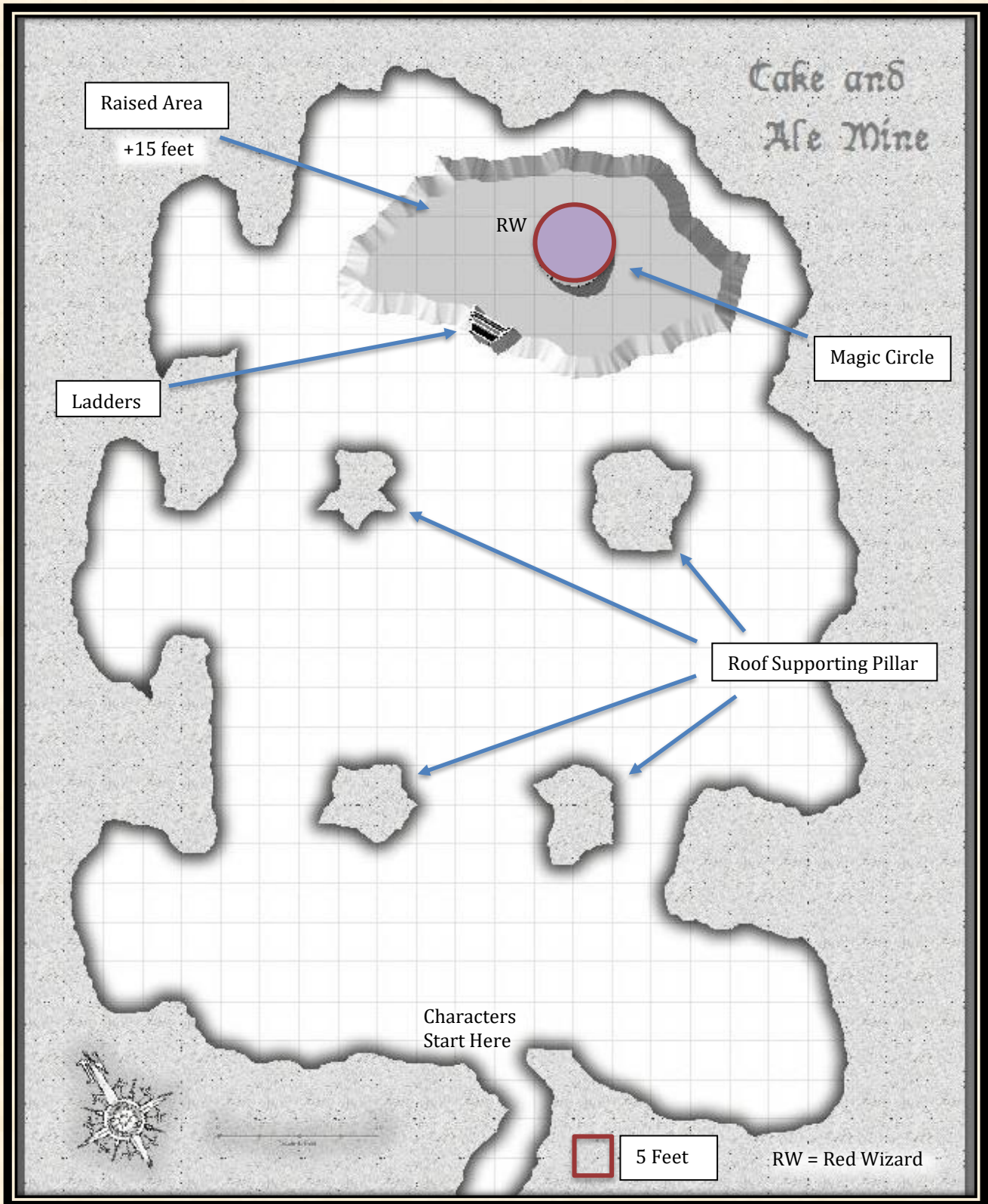
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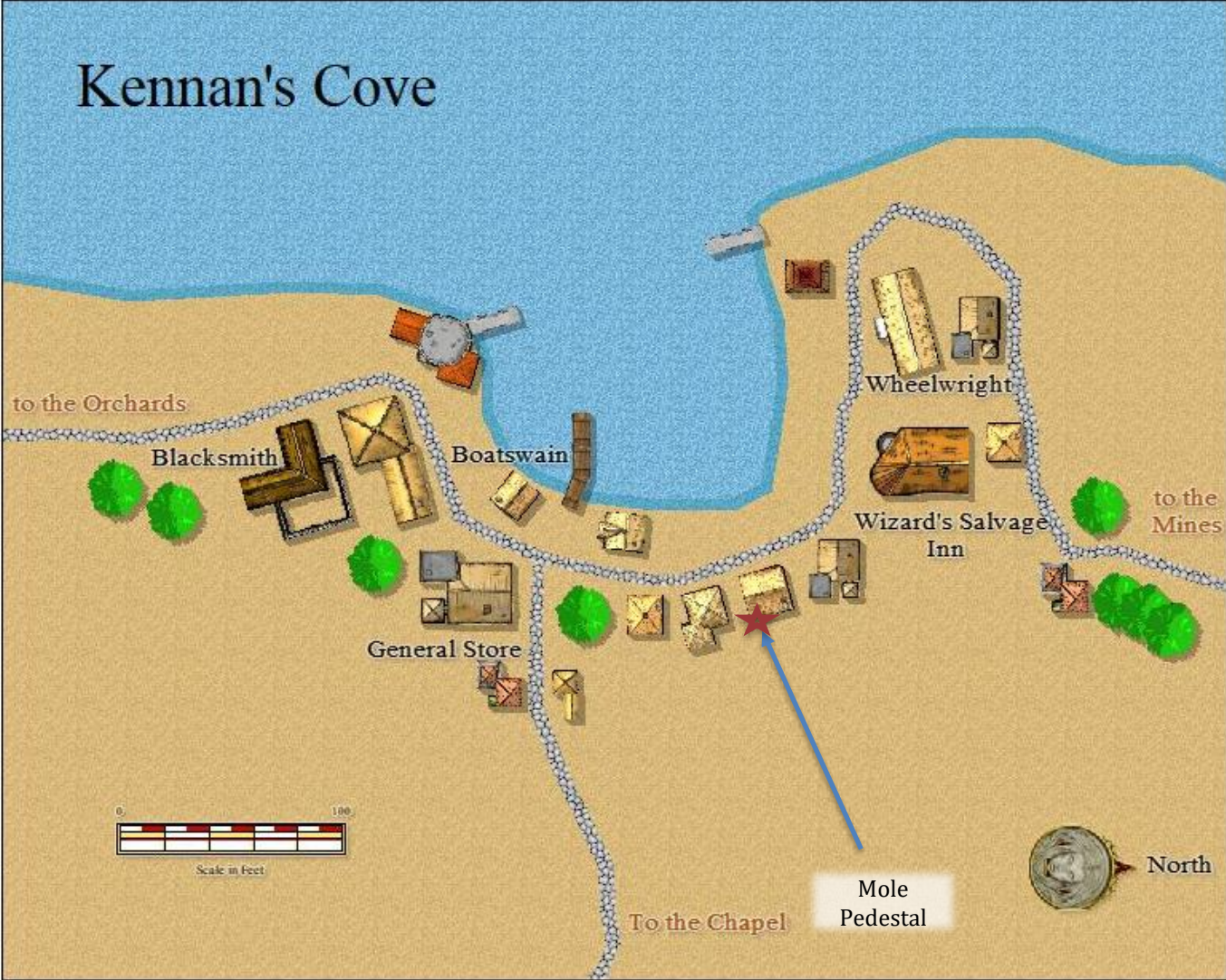
# Map – The Chapel



Map – Cake and Ales Mine



Map – Kennan's Cove



## Appendix 7: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

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To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

### Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiarize yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and

treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

### Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments, they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

#### Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

